SKIING

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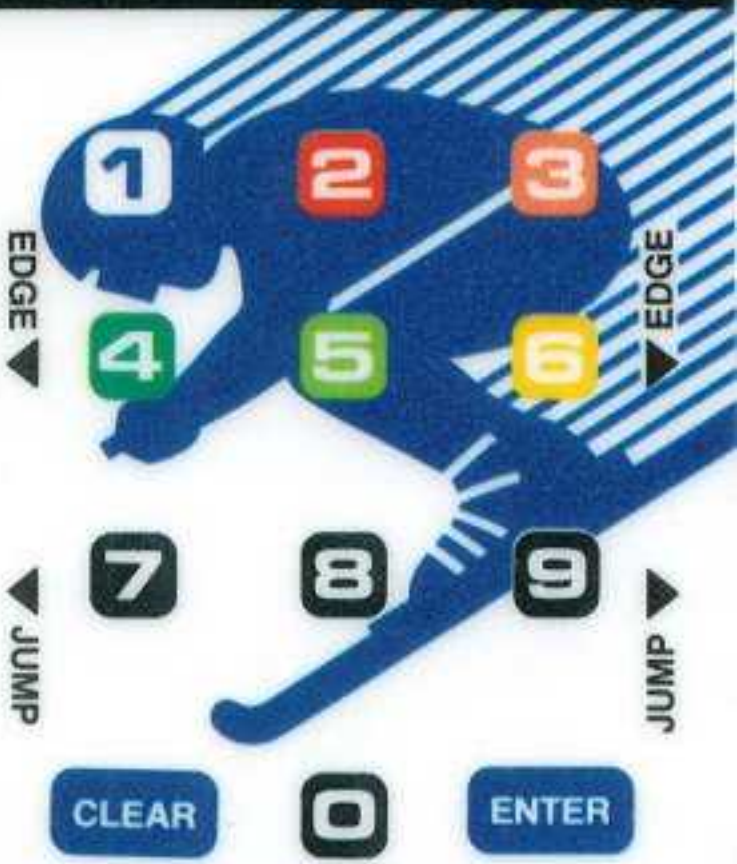


1R17-42R9-G1

INTELLIVISION™ Intelligent Television

SKIING CARTRIDGE INSTRUCTIONS UPDATE!!

CLEAR and ENTER shown on the overlays have been incorrectly placed. Each time the overlay is shown, these two should be reversed: CLEAR should be on the left . . . and ENTER should be on the right.

Please note these changes on pages: 1, Add Overlays.

2, Examine Your Controls.

5, Select The Course.

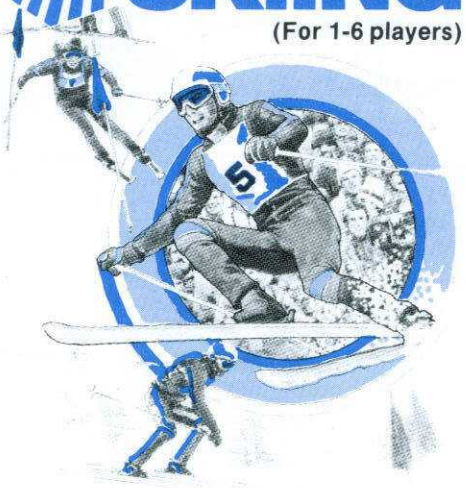
MATTEL ELECTRONICS ®

INTELLIVISION™ Intelligent Television

CARTRIDGE INSTRUCTIONS

US SKI TEAM* SKIING

(For 1-6 players)



The slopes are groomed. Skiers are at the top of the course. It's the first run of the day. Push off to start the race. Blitz through the downhill gates! Jump the moguls and look out for the trees! Keep the skis flat to build up speed . . . Then meet the challenge on the twisting slalom course. Dig in the edges through the hairpin turns. Timing must be precise. Race the clock . . . compete with other skiers! Best time in 3 heats — wins!

HOW TO WIN: Skiing is a game of skill and competition. To come up a winner, read this booklet.

(FOR COLOR TV VIEWING ONLY)

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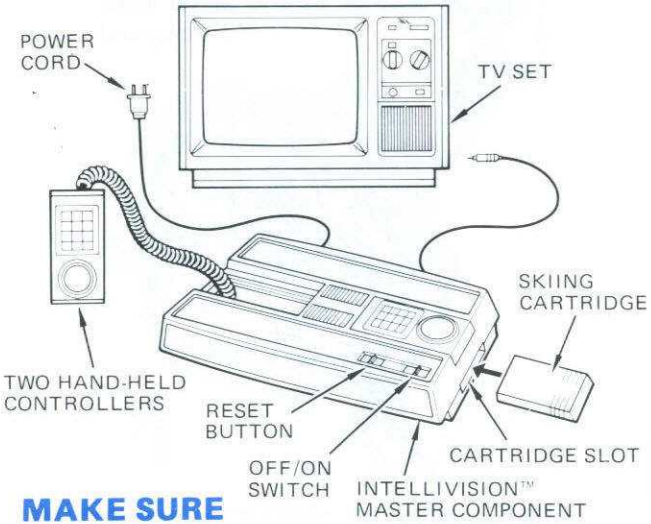
1817-0920-G2

OBJECT OF THE GAME is to ski through all the gates and avoid obstacles. Race down the Downhill or Slalom course in the least amount of time! Best of 3 heats is the winner!

CHECK YOUR EQUIPMENT



MAKE SURE

- MASTER COMPONENT is connected to TV set and power cord is plugged in.
- ANTENNA SWITCH BOX is set at GAME.
- TV set is plugged in and properly adjusted.
- SKIING Cartridge is placed in the slot and firmly engaged.
- OFF/ON Switch is turned on.

PRESS RESET BUTTON

Title will appear on TV screen:

ADD OVERLAYS

Find two SKIING keypad overlays in the cartridge package with this booklet.

Remove hand-held controllers from the console.

Insert plastic overlays for SKIING into each Hand Controller. Make sure overlay fits tight and is all the way in. The overlay will be your visual guide to the game.

THE GAME CAN BE PLAYED IN TWO WAYS

Two to six players can race each other in competition skiing, **OR** one player can ski alone, trying to beat the fastest time!

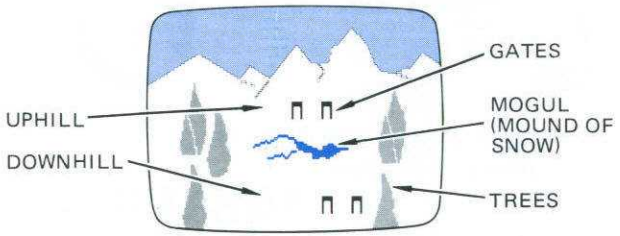
DOWNHILL TIMES	
Safety hazard	above 150
Snow plower	126-150
Recreational skier	76-125
Hot-dogger	51-75
US Ski Team racer	39-50
Olympic gold medalist	below 38

SLALOM TIMES	
Safety hazard	above 300
Snow plower	201-300
Recreational skier	151-200
Hot-dogger	121-150
US Ski Team racer	106-120
Olympic gold medalist	below 105

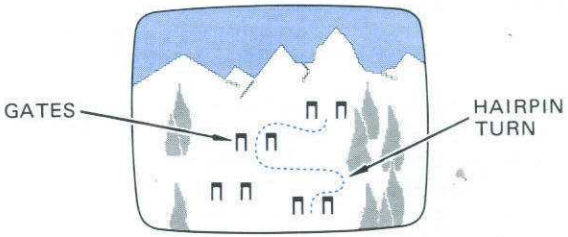
EXAMINE YOUR CONTROLS

TWO SKI COURSES

THE DOWNHILL COURSE is designed for maximum speed! Skiers pass through gates a fair distance apart, jumping moguls, avoiding trees, while racing down the hill as fast as possible.



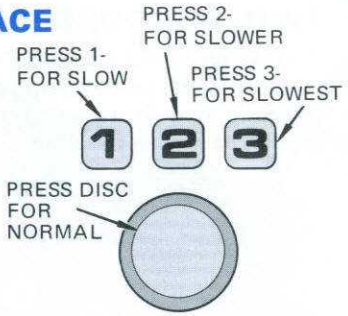
THE SLALOM COURSE is designed for precision skiing. Skiers must execute tight turns through the twisting course. Slalom is a longer course than downhill. The gates are closer together and there are no moguls. Slalom is a challenge to advanced skiers.



PREP FOR THE RACE

SELECT GAME SPEED

Downhill and Slalom can each be played at four different speeds. And each speed selection affects the overall game play. Press [1] for slow, [2] for slower, [3] for slowest, and press the [DISC] for normal.



SELECT THE NUMBER OF SKIERS

After the game speed is selected, the TV screen shows:

#SKIERS:

Press [1] if you want to ski alone against the clock, or press [2] through [6] for the number of players entering the competition. Then press [ENTER].

The skiers are identified by color, and always ski in the same order. The starting order is blue, red, tan, green, light green, yellow.

SELECT THE SLOPE

Next the TV screen shows:

SLOPE:

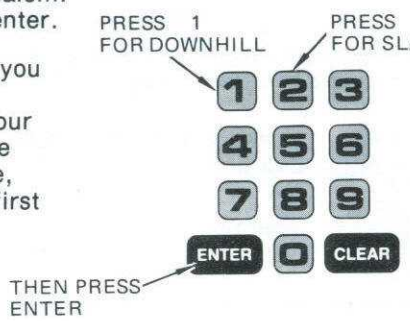
Steepness determines how fast the skier accelerates as he skiis downhill. The flattest grade is 1 and the steepest is 15. There's a greater chance of losing control on a steeper slope. So we suggest that beginners start with slope 4. After you've gained confidence, move up to the steeper hill. Enter slope [#] and [ENTER]. For example, if you choose slope 10, press [1] and [0] and [ENTER].

SELECT THE COURSE

Finally, the TV screen shows: **COURSE:**

Press 1 for downhill.
Press 2 for slalom.
Then press enter.

We suggest you begin with Downhill. Your skier is at the starting gate, and it's the first of 3 heats!

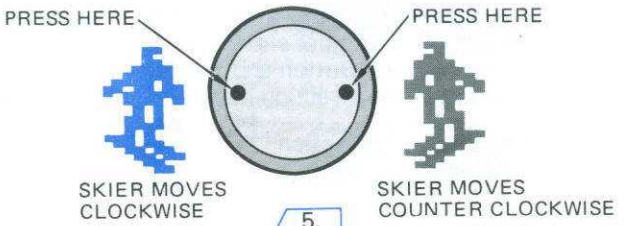


LEARN THE COURSE

EXECUTE TURNS

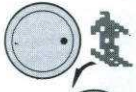
Press the DIRECTION DISC to start your skier downhill. Get a feel for the controls and learn the course. Don't worry about making the gates. Just ski freestyle, avoiding trees and moguls!

To turn your skier: Your skier turns in a circular motion. Press the **left side** of the Disc and your skier turns clockwise. Press the **right side** of the Disc and your skier turns counterclockwise. When you keep the Disc pressed in, the skier rotates in a full circle.

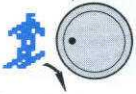


Release the Disc and the skier stops turning and goes straight ahead in the direction he's facing.

If you release the Disc when the skier is in a backward position, quickly turn him around or he'll fall.

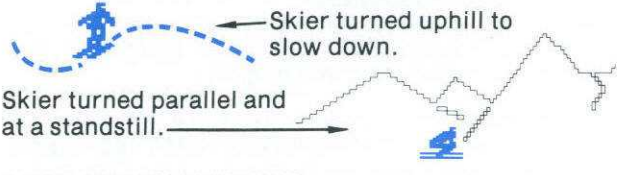


Skier pointed uphill. Push right side of Disc straighten him out.



Skier pointed uphill. Push left side of Disc to straighten him out.

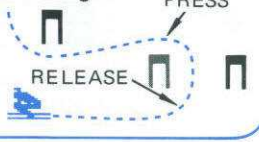
Slow down or stop: Just like the real thing, your skier gains speed until he makes a turn. To slow down or stop, turn the skier uphill or parallel to the top of the TV screen. To speed your skier up, just point him downhill!



SHARPEN YOUR TURNS

Your skier may need to turn sharply to make a gate, or avoid an obstacle. To do this, press the UPPER ACTION BUTTON at the same time as you press the DISC. The skier slides through the turn. Release the Disc and Button and the skier goes straight ahead in the direction he's facing.

Press Disc and Upper Action Button. Release and skier goes straight ahead.



JUMP THE MOGULS

There's a mogul ahead. Ski around it or jump it! Timing is very important. Jump so that the skier touches down right after the mogul. If the jump is too early, the skier will land on the mogul and fall. Press the LOWER ACTION BUTTON to jump. Since you can't control the skier in mid-air, it's important to get him into position for the next gate quickly after landing!

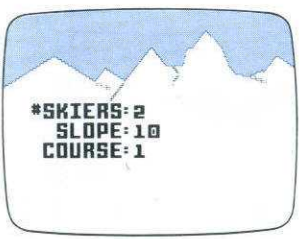
Skier clears mogul.

Skier lands on mogul — falls!

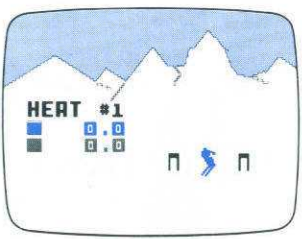
START THE RACE

1. Activate Screen. Tap the Disc once (or tap 1, 2, or 3) for game speed. The Prep for the race appears on your TV screen.

2. Prep for the race. Enter the number of skiers and ENTER ; choose the hill steepness and ENTER ; and press 1 for Downhill or 2 for Slalom and ENTER .



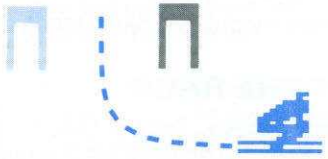
2 skiers — slope 10 — downhill course!



2 skiers are racing, 1st heat. Blue skier at starting gate!

If you hear a buzz and the number you press doesn't appear on the screen, be sure that you have pressed Enter. Then try again. Also if you enter a number you want to change, press CLEAR before you press Enter. Then enter new # and Enter.

3. Make a gate. The first skier is at the starting gate. There's good visibility on the course! When you're ready, press the DISC and the skier starts down the incline. The clock starts and the race is on! Make it through the first gate! The left flag changes color. Now quickly get into position for the next gate.



Skier made it
through the gate.
Left flag changed color.

4. Ski flat out! Keep your rhythm through the gates. Here comes a mogul — jump! Your skier is out of control and careening toward the trees . . . Quickly tap the Disc and get him back on the course.

Get the skier back on course and through the gate.

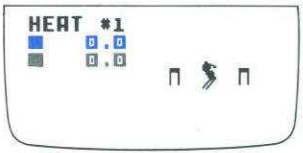
5. Over the finish line. You've made it down to the bottom. The finish line is on the approach. Check your time.

Time for this run shows at the finish line.

TIMING THE RACE

Each skier has 3 chances for the fastest time. Skiers all race in order through Heat 1, then 2, then 3. A clock records the time from the start of the race to the finish line! The final time also reflects a 5 second penalty for each gate you miss.

The time for each race appears at the finish line. The best time then appears at the starting gate.



2 skiers are racing, 1st heat. Blue skier at starting gate!

Start of Heat 2. Scores show from Heat 1.

Start of Heat 3. Best scores show from Heat 1 and 2.

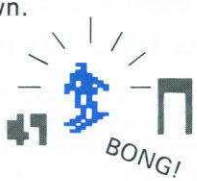
Final score. *Red is the winner!

LOSING PRECIOUS TIME

You lose time when you fall. And you'll fall if your skier hits a tree, skies over a mogul without jumping, turns too sharply, or skis backwards. If your skier falls, press the Disc and get back on the course as quickly as possible.

Slow down and you'll also lose time. When you hit a flag, it breaks and your skier slows down. When you turn your skis uphill or parallel to the top of the TV screen, the skier slows down.

Skier hits flag, slows down.

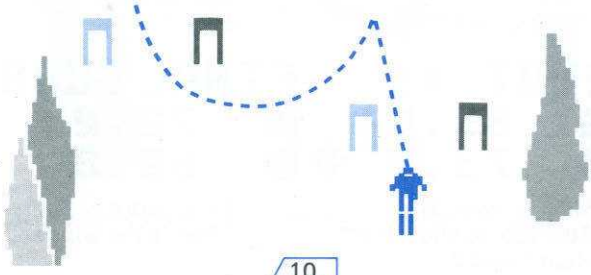


WINNING TIPS

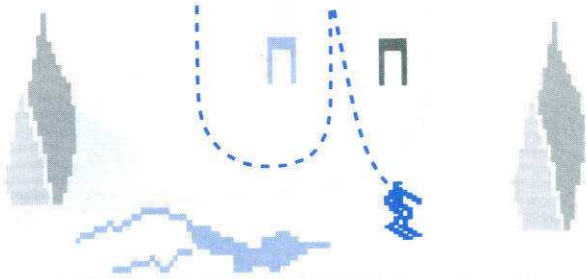
Quickly reach full speed on the Downhill Course. The momentum helps you get smoothly through the turns.

Minimize turning on Downhill. This costs you speed. Pick a line to take you to the next gate instead of making lots of small turns.

In Slalom when the gates are close together, turn uphill out of the first gate to get into position for the second gate.



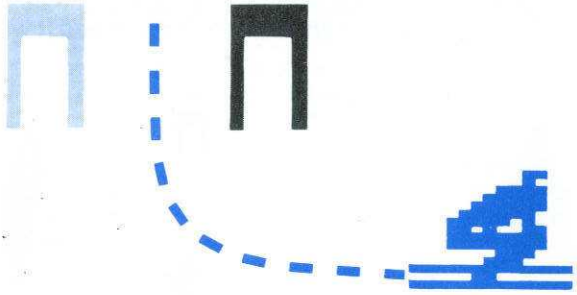
If any part of the skier passes between the flags, the skier gets credit for making the gate. So you can go beyond the gate and up through the bottom and it will count.



If you think it will take more than 5 seconds to make a gate (penalty time for missing it) skip it!

SOUNDS

BOING!:		hit a flag
WHOOSH:		skiing down the hill
THUMP:		falling in the snow
CRASH:		hitting a tree
CHEERING:		end of the run



90-DAY LIMITED WARRANTY

Mattel Electronics warrants to the original consumer purchaser of any cartridge or cassette it manufactures that the product will be free of defects in material or workmanship for 90 days from the date-of-purchase. If defective, return the product along with proof of the date-of-purchase to either your local dealer or, postage prepaid, to:

Mattel Electronics Repair Center
5000 West 147th Street
Hawthorne, California 90250

for repair or replacement. This warranty gives you specific legal rights, and you may also have other rights, which vary from state to state. This warranty does not cover damage resulting from accident, misuse or abuse.

HOW TO ORDER YOUR REPLACEMENT OVERLAYS

NOTE: SEPARATE CARTRIDGES ARE NEEDED FOR THE PROGRAMS LISTED BELOW.

Complete the order form below and mail it with your check or money order for $1.25 per set of 2 overlays. California residents add 6% sales tax. Address check or money order to Mattel Electronics, Box 2350, Hollywood, CA 90025. Allow 4-6 weeks for delivery. Offer subject to availability.

Mark quantity ordered

BOWLING	3333-4289 ____ sets	SKIING	1817-4289 ____ sets
SOCCER	1683-4289 ____ sets	TENNIS	1814-4289 ____ sets
LAS VEGAS ROULETTE	1118-4289 ____ sets	GOLF	1816-4289 ____ sets
ELECTRIC CO. MATH FUN	2613-4289 ____ sets	BASKETBALL	2615-4289 ____ sets
ELECTRIC CO. WORD FUN	1122-4289 ____ sets	HOCKEY	1114-4289 ____ sets
FOOTBALL	2610-4289 ____ sets	BACKGAMMON	1119-4289 ____ sets
HORSE RACING	1123-4289 ____ sets	LAS VEGAS POKER & BLACKJACK	2611-4289 ____ sets
CHECKERS	1120-4289 ____ sets	ARMOR BATTLE	1121-4289 ____ sets
AUTO RACING	1113-4289 ____ sets	BASEBALL	2614-4289 ____ sets
SEA BATTLE	1818-4289 ____ sets	SPACE BATTLE	2612-4289 ____ sets
		BOXING	1819-4289 ____ sets

Amount enclosed _____ Total sets ordered _____

Your name _____

Address _____

City _____ State _____ Zip Code _____

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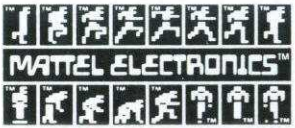

Other electronic games
available from Mattel Electronics.
Look for them!